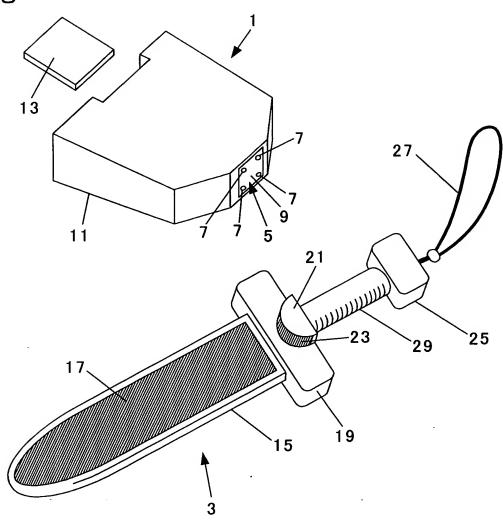
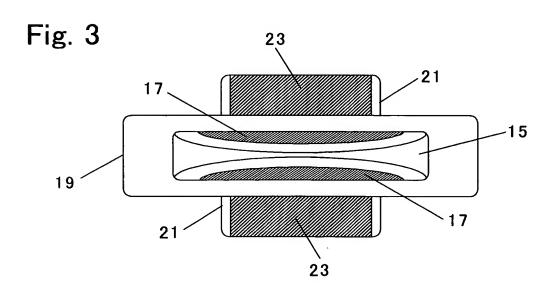


Fig. 2





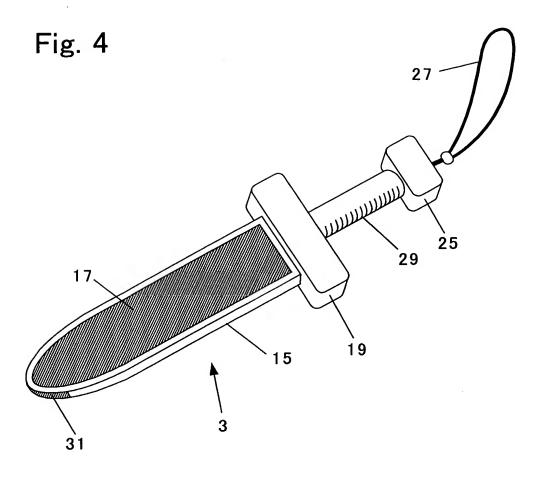


Fig. 5

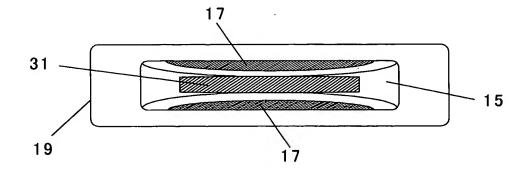
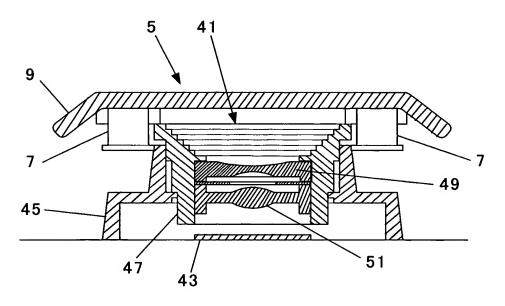


Fig. 6



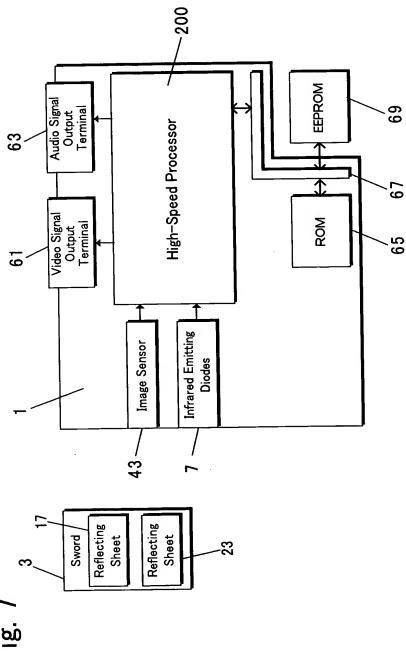
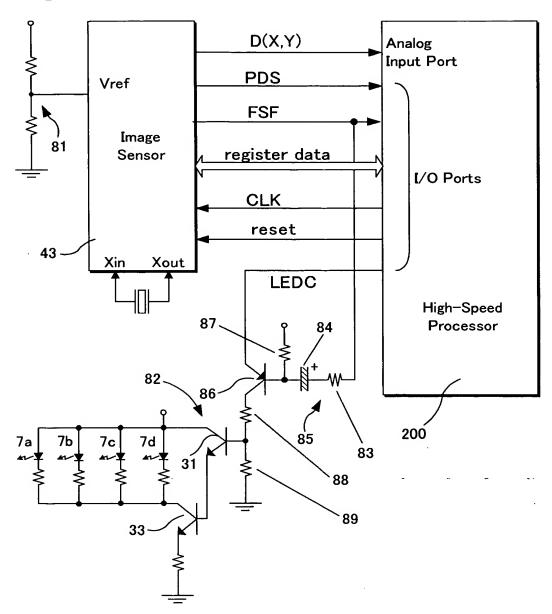


Fig. 7

67 **3**00 217 Low Voltage PLL Circuit Detection Circuit 215 227 External Memory Interface Circuit -219 212 226~ Clock Driver -228 213 -202 205 225 -203 -204 201 Arbiter Circuit Arbiter Circuit Second Bus Graphics Processor Sound Processor DMA Controller First Bus <u>P</u> 206 222 220 DRAM Refresh Control Circuit 209 Input/Output Control Circuit 708 210 Timer Circuit **Z07** Internal Memory ADC 211

Fig. 8

Fig. 9



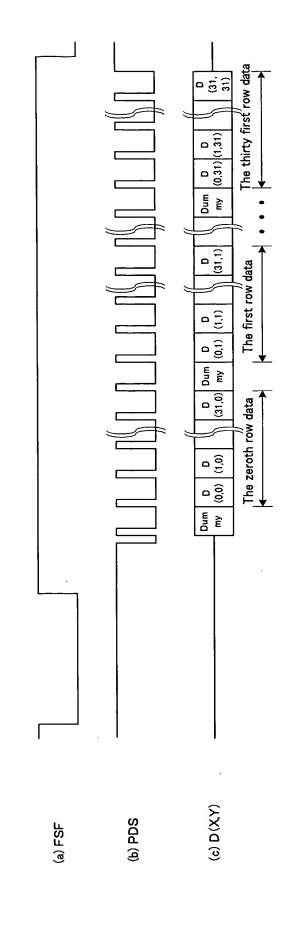


Fig. 11

Story "E"

Battle

Swing

Correction

109

109

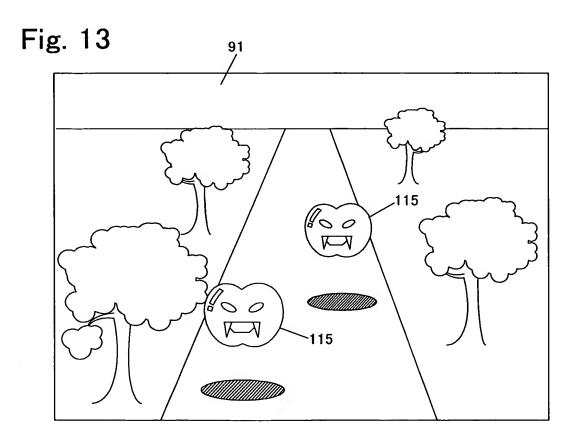


Fig. 14
91
117

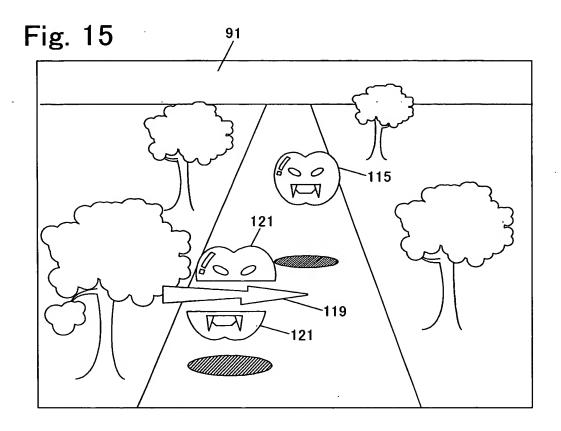


Fig. 16

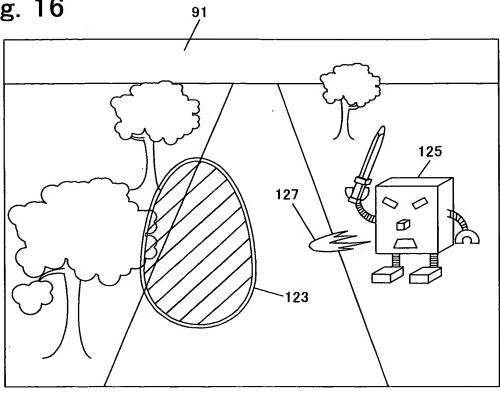
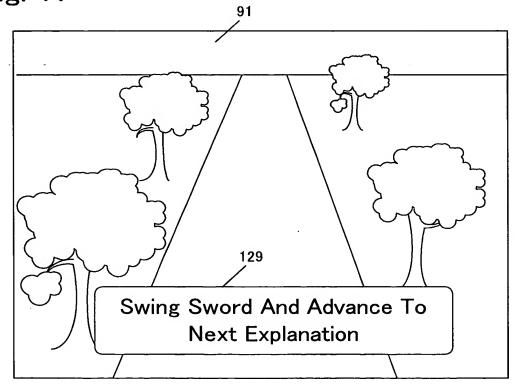
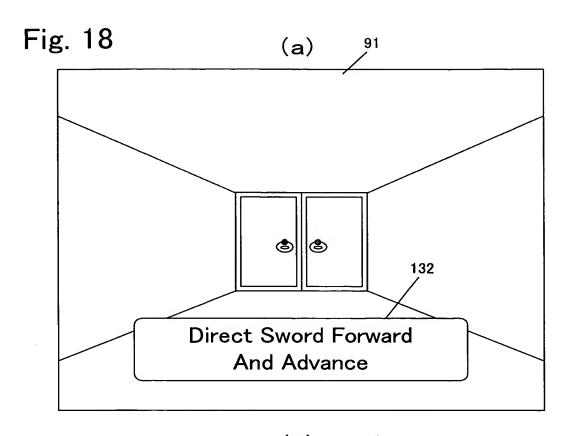
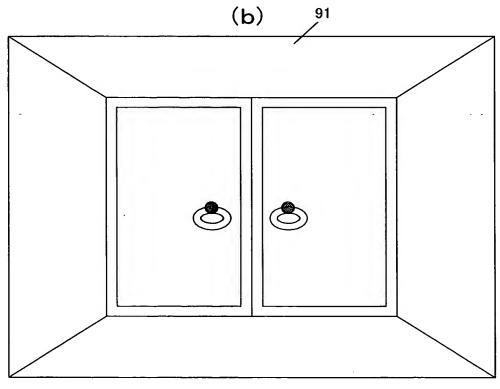


Fig. 17







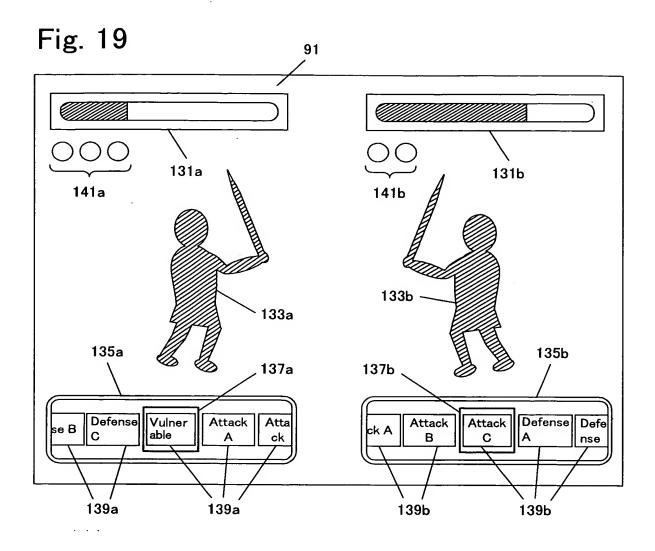


Fig. 20

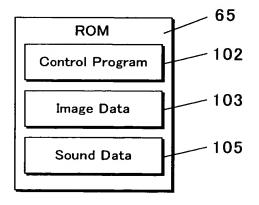


Fig. 21

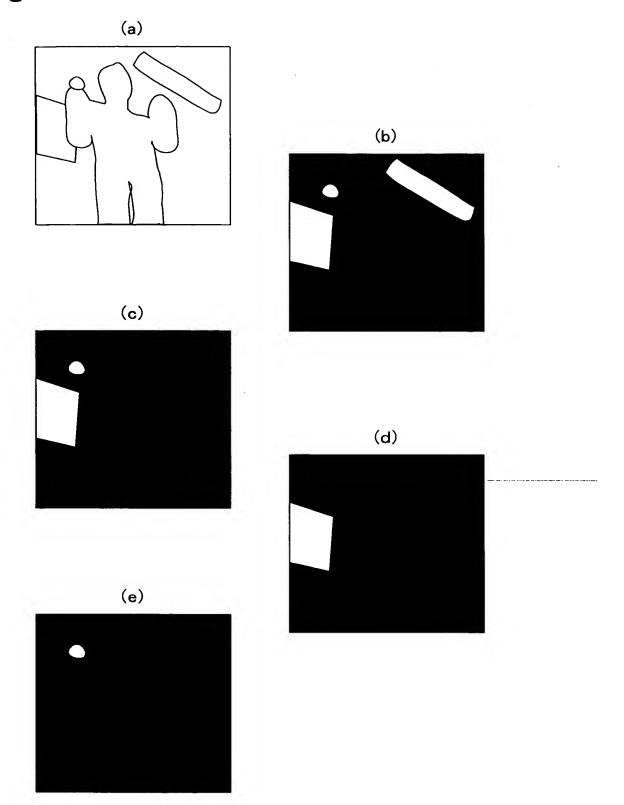


Fig. 22

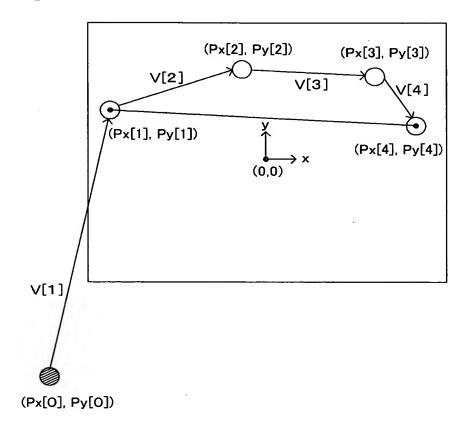


Fig. 23

(a)

| Angle Flag | Angle | |
|------------|----------------------------|--|
| 00 | Reset | |
| 01 | Horizontal (180degrees) | |
| 10 | Vertical (90degrees) | |
| 11 | Diagonal (45degrees) | |

(b)

| x-Direction Flag | Sign | |
|------------------|----------|--|
| 00 | Reset | |
| 01 | Positive | |
| 10 | Negative | |

| y-Direction Flag | Sign | |
|------------------|----------|--|
| 00 | Reset | |
| 01 | Positive | |
| 10 | Negative | |

(c)

| Angle Flag | x-Direction Flag | y-Direction Flag | Swing Information | |
|------------|---------------------|---------------------|------------------------------|--|
| 01 | 01 | | AO (Horizontal,Positive) | |
| 01 | 10 | | A1 (Horizontal,Negative) | |
| 10 | | 01 | A2(Vertical,Positive) | |
| 10 | | 10 | A3 (Vertical,Negative) | |
| 11 | 01 | 01 | A4 (Diagonal, UpperRight) | |
| 11 | 01 | 10 | A5 (Diagonal, LowerRight) | |
| 11 | 10 | 01 | A6 (Diagonal, UpperLeft) | |
| 11 | 10 | 10 | A7 (Diagonal, LowerLeft) | |

Fig. 24

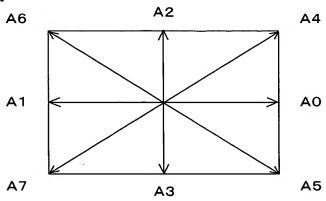


Fig. 25

| Swing Information | Animation Table Storage Location Information |
|-------------------|--|
| A0、A1 | address 0 |
| A2、A3 | address 1 |
| A4、A7 | address 2 |
| A5、A6 | address 3 |

Fig. 26

| address 0 | image Storage Location | Picture Specifying | Duration Frame Number | Size |
|-----------|------------------------------|-----------------------|--------------------------|------------|
| | - a0 | 1 | 1 | axb Pixels |
| | | 2 | 1 | |
| | | • | | |
| | | : | | |
| address 1 | | 13 | 1 . | į. |
| | a1 | 1 | 1 | axb Pixels |
| | | 2 | 1 | |
| | | • | | 1 |
| | | l : | | |
| | | 13 | 1 . | |
| | | | | |
| • | - | • | • | |
| • | • | • | • | • |
| • | • | • | • | |
| | | | | |

Fig. 27

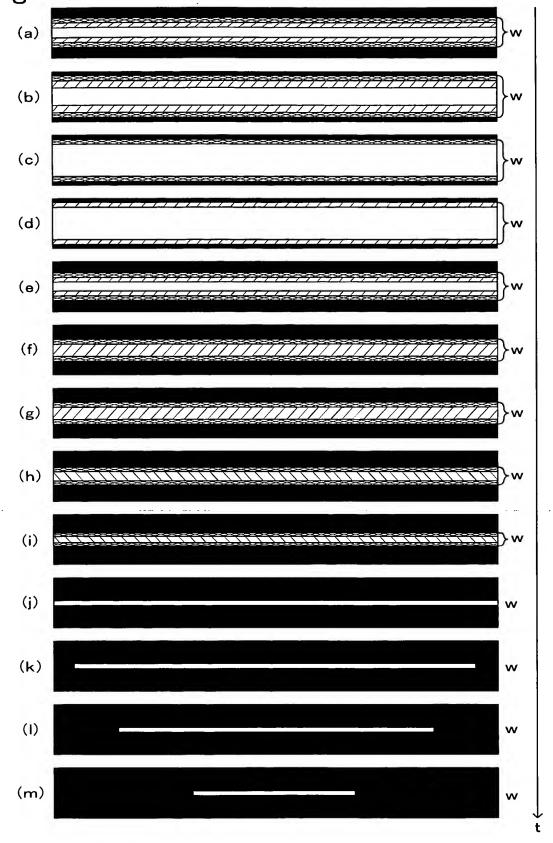


Fig. 28

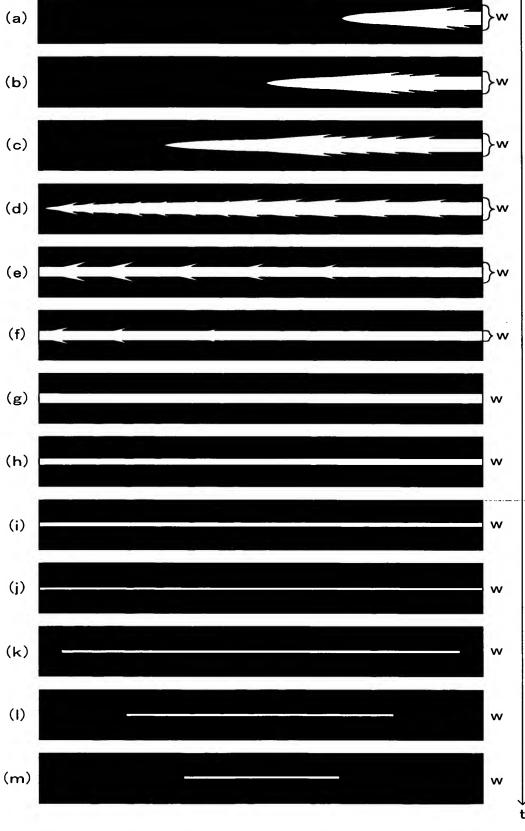
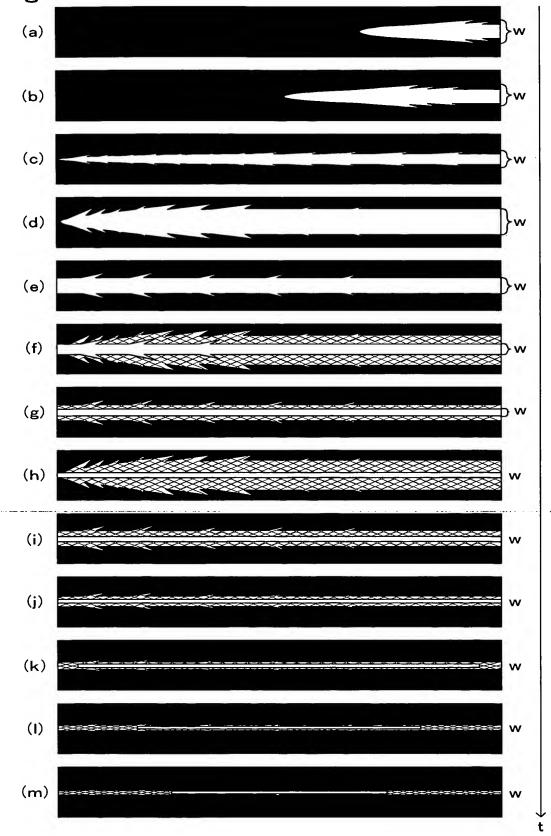
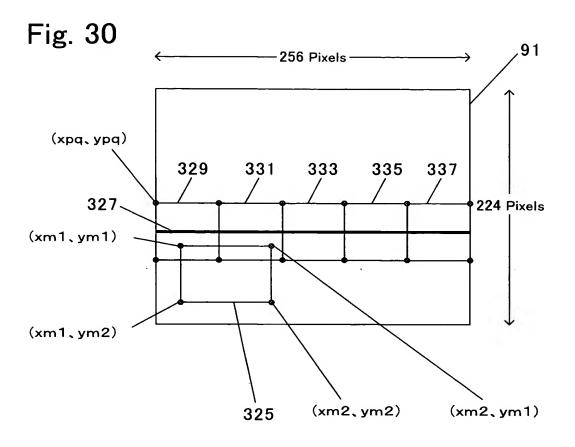
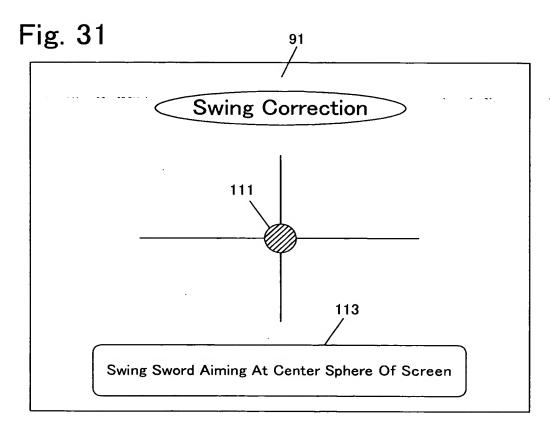


Fig. 29







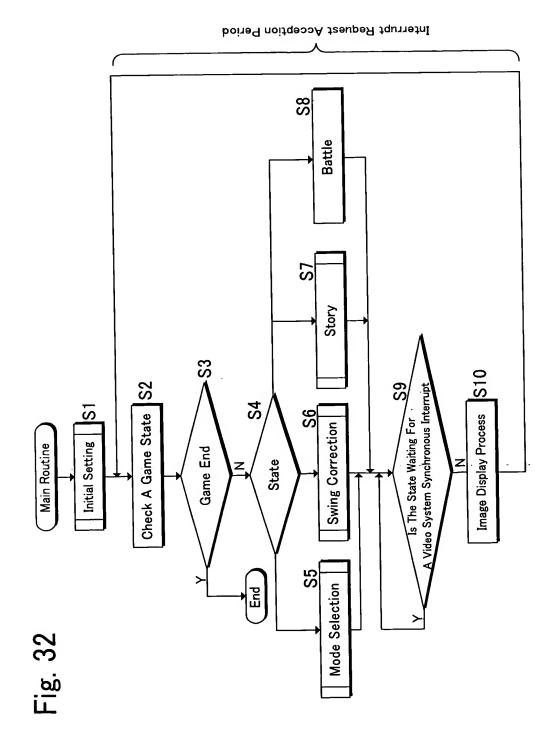


Fig. 33

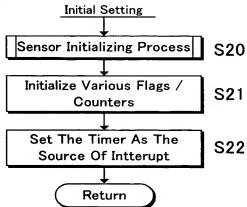


Fig. 34

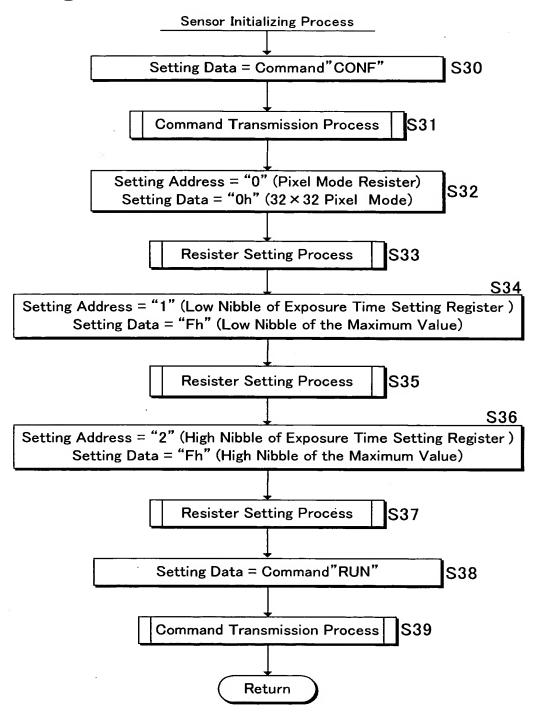
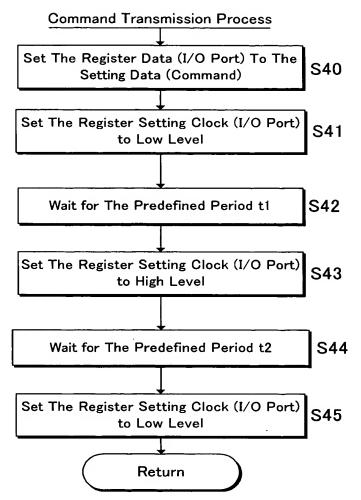


Fig. 35



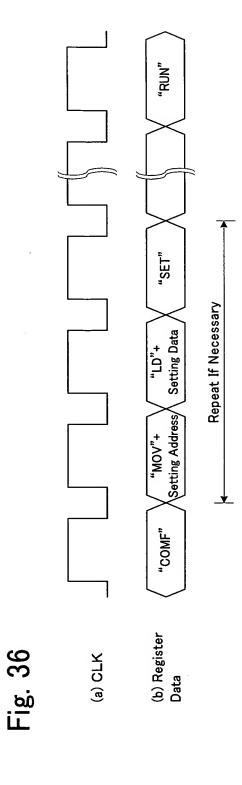


Fig. 37

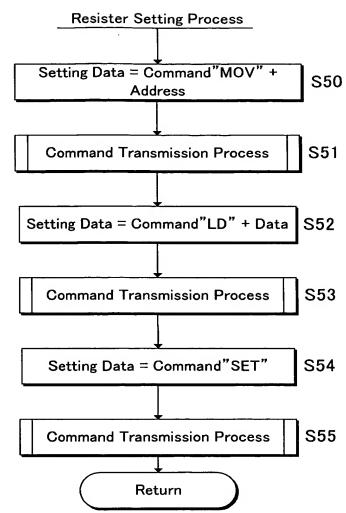


Fig. 38

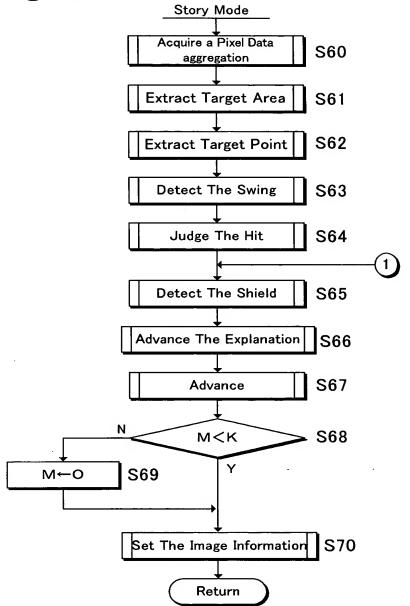


Fig. 39

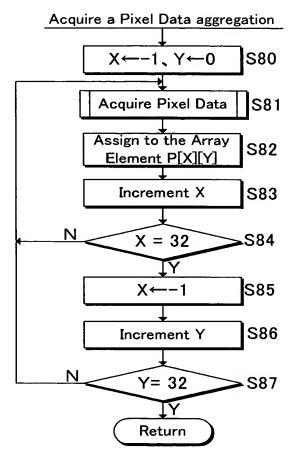
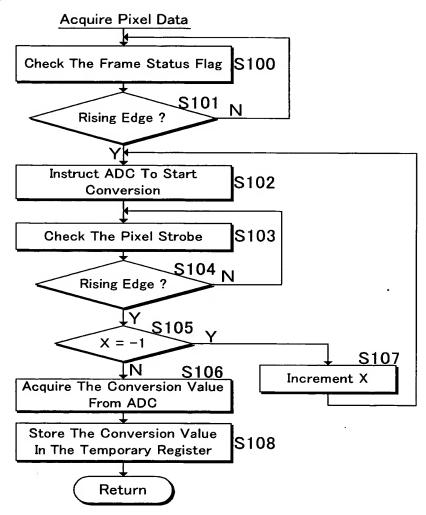


Fig. 40





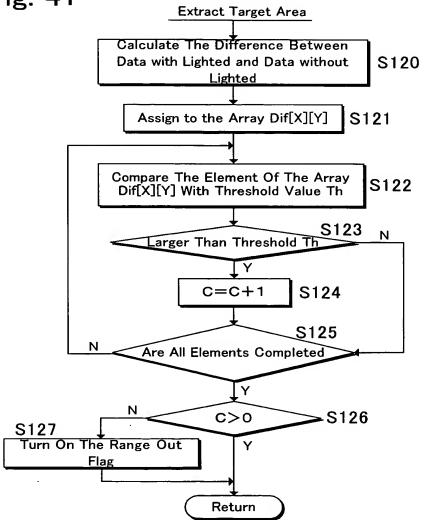
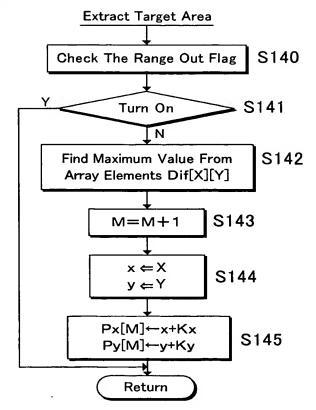
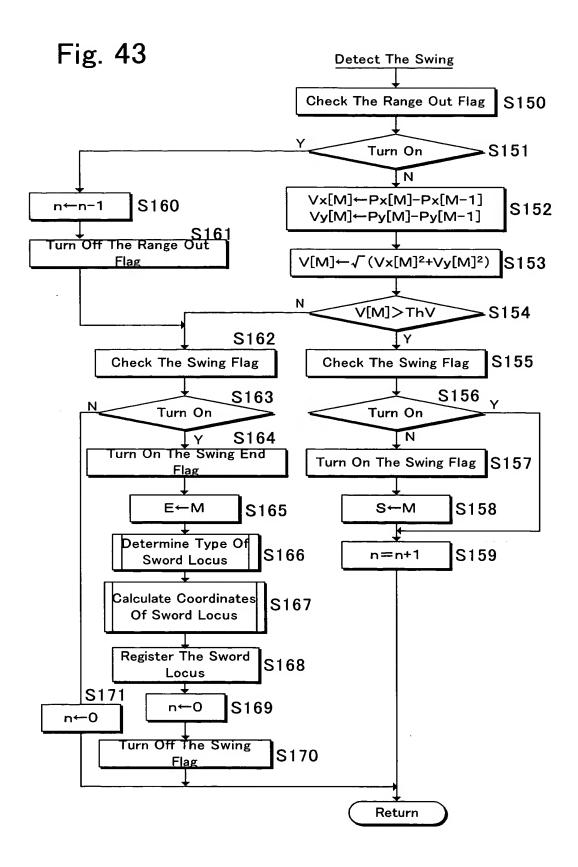
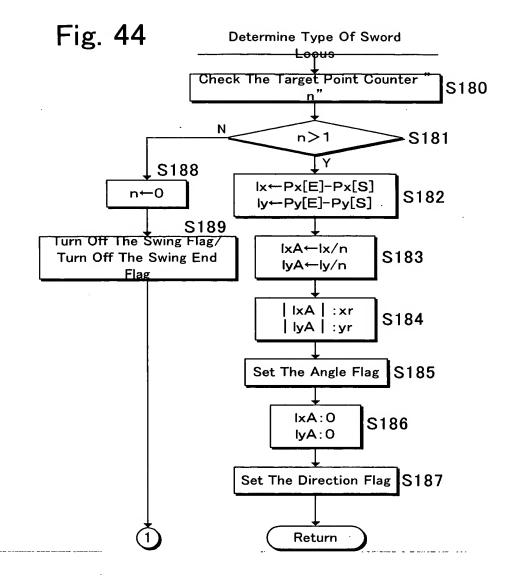
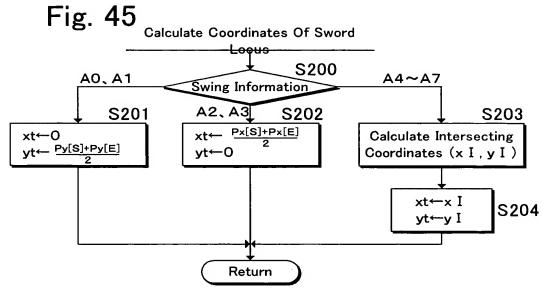


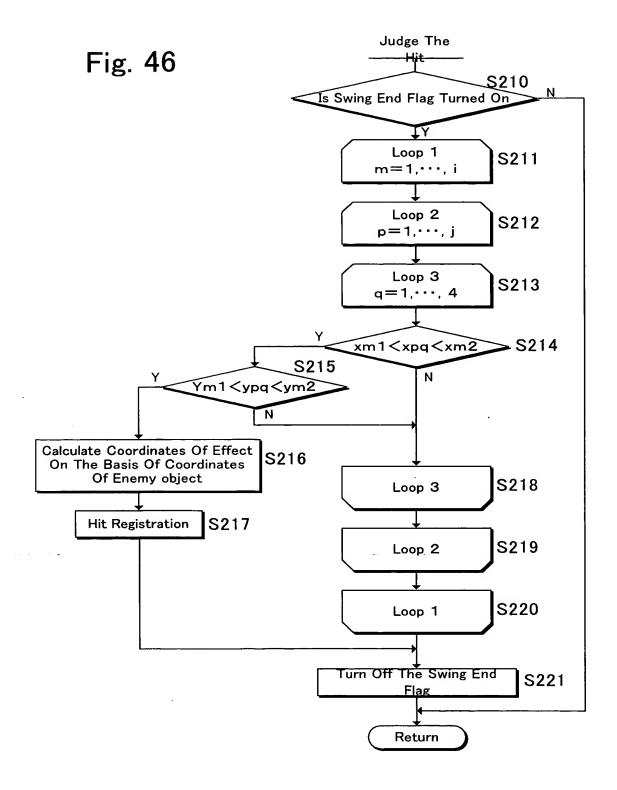
Fig. 42











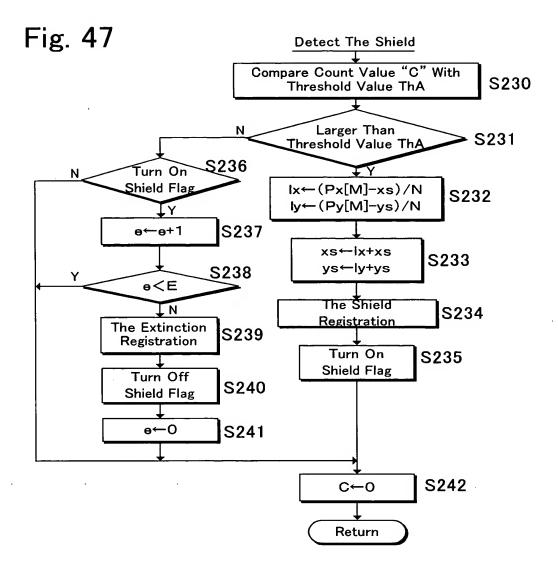
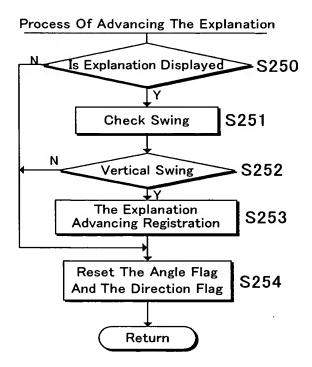
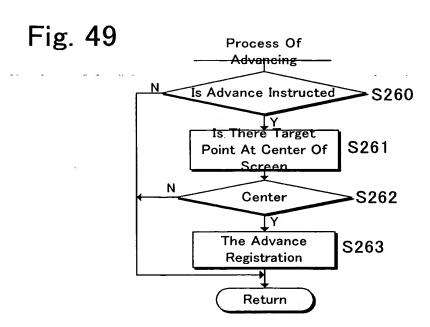


Fig. 48





Set The Image
Information

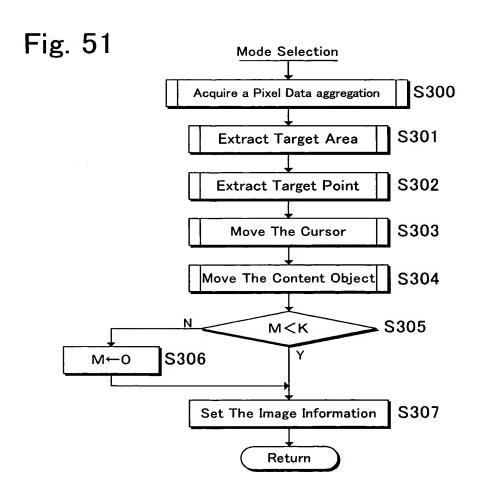
Set The Sword Locus

Set The Effect

Set The Shield

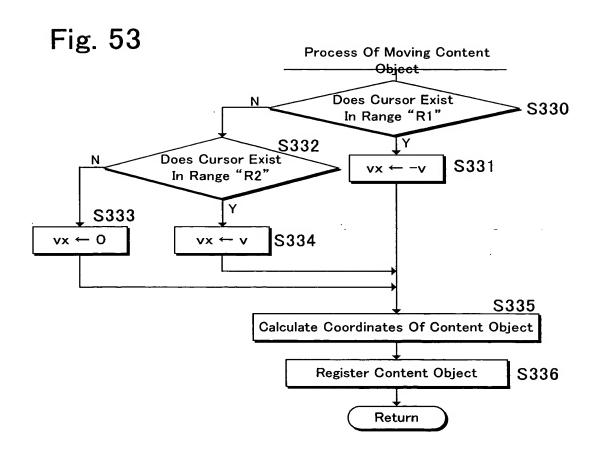
Set Other Objects

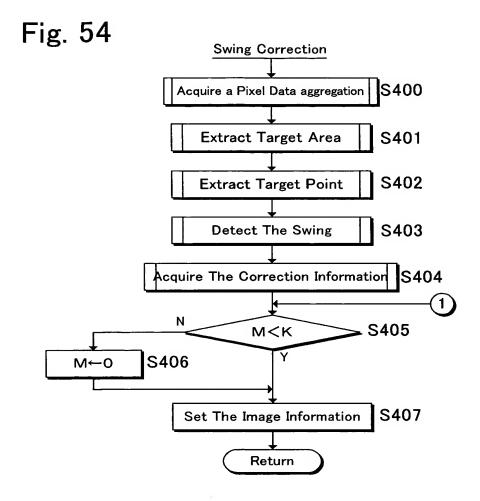
Return



Process Of Moving
Cursor
Calculate Coordinates Of Cursor \$320

Register The Cursor \$321





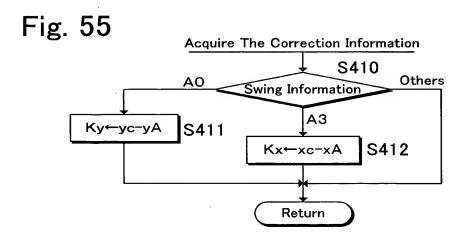


Fig. 56

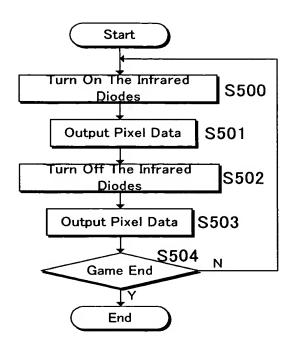
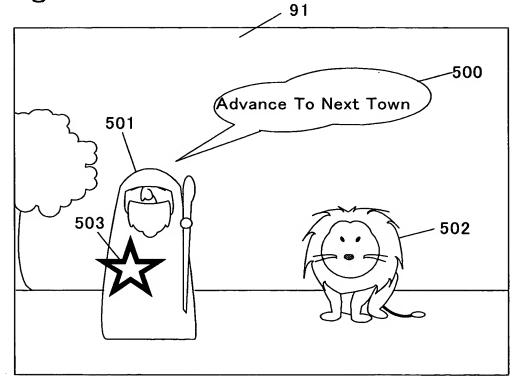
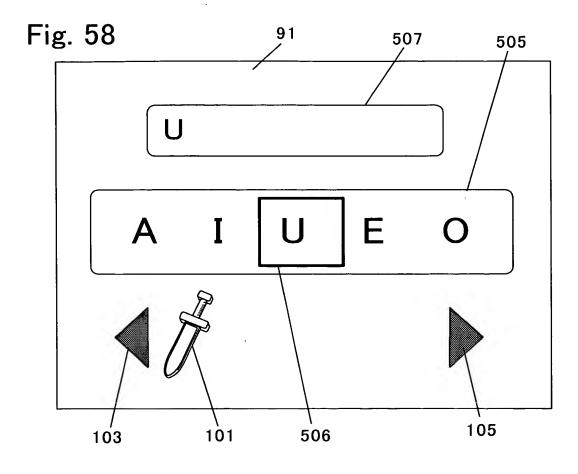
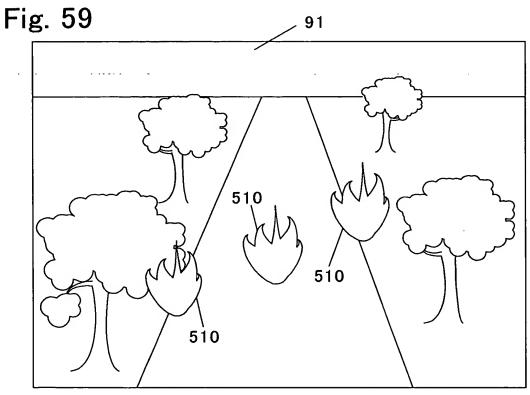


Fig. 57







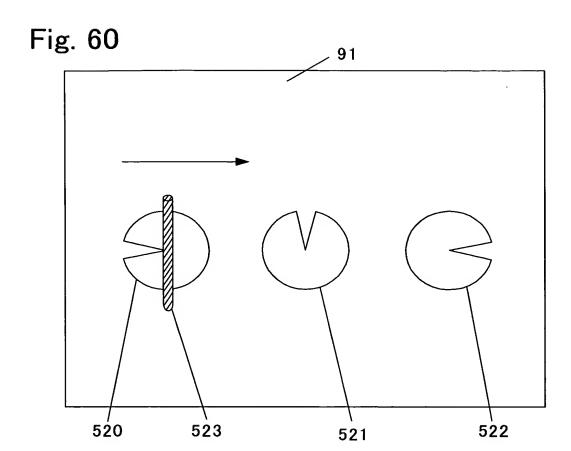


Fig. 61

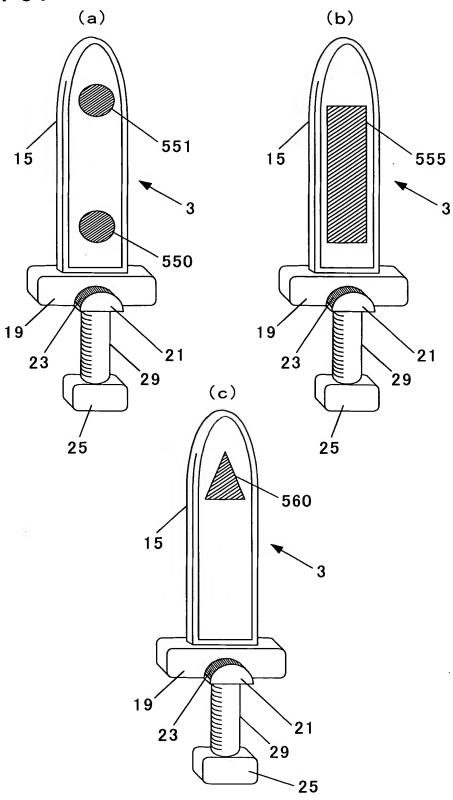


Fig. 62

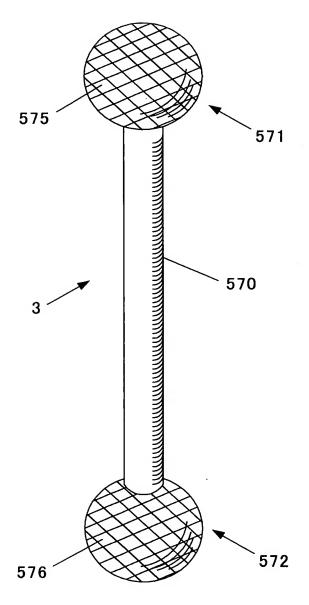


Fig. 63

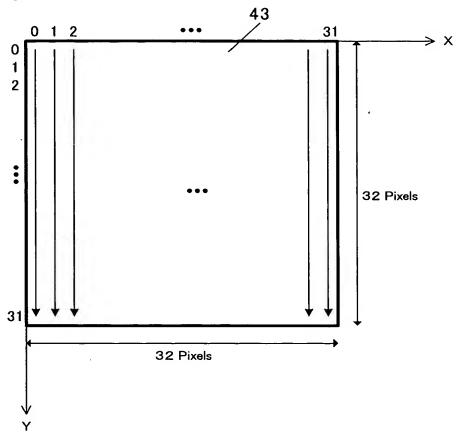


Fig. 64

| X | 0 | ••• | 6 | 7 | 8 | 9 | 10 | 11 | ••• | 20 | 21 | 22 | 23 | 24 | 25 | ••• | 31 |
|-----|---|-----|---|-----|-----|-----|-----|----|-------|----|-----|-----|-----|-----|----|-----|----|
| max | 0 | ••• | 0 | 199 | 200 | 221 | 212 | 0 | • • • | 0 | 189 | 200 | 199 | 195 | 0 | ••• | 0 |
| Υ | * | ••• | * | 8 | 9 | 9 | 10 | * | ••• | * | 10 | 10 | 9 | 11 | * | ••• | * |

Fig. 65

